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M844	2006-04-25	95	Y 🗹	2006-08-25 07:55:33.0	ALy
M844	2006-01-20	88	Y 🗹	2006-03-07 08:47:56.0	ALy
M844	2005-06-13	82	Y 🗹	2005-07-01 14:41:11.0	wmeredith
M844	2005-03-31	80	Y 🗹	2005-04-26 10:30:12.0	wmeredith
M844	2005-01-24	78	Y 🗹	2005-04-26 10:29:41.0	wmeredith
M844	2004-12-20	72	Y 🗹	2005-02-11 14:44:49.0	wmeredith
M844	2004-09-21	68	Y 🗹	2004-12-09 14:39:36.0	wmeredith
M844	2004-05-17	66	Y	2004-12-09 14:39:05.0	wmeredith
M844	2004-07-01	50	Y 🗹	2004-07-20 11:17:44.0	wmeredith
M844	2004-03-08	39	Y 🗹	2004-03-24 15:26:07.0	wmeredith
M844	2004-03-08	38	Y 🗹	2004-03-24 15:12:06.0	wmeredith
M844	2004-01-02	37	Y 🗹	2004-01-13 08:51:14.0	cnorfleet
M844	2003-07-25	36	Y 🗹	2004-01-02 14:35:41.0	cnorfleet
M844	2003-11-14	33	Y	2003-12-09 16:10:01.0	wmeredith
M844	2003-06-27	28	Y 🗹	2003-07-15 09:04:14.0	bharrison1
M844	2003-06-18	27	Y 🗹	2003-06-25 17:01:41.0	wmeredith
M844	2003-02-27	16	Y	2003-03-11 16:09:17.0	wmeredith
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Full papers: Runtime aspect weaving through metaprogramming

window

Jason Baker, Wilson Hsieh

April 2002 Proceedings of the 1st international conference on Aspect-oriented software development

Publisher: ACM Press

Full text available: pdf(883 36 KB)

Additional Information: full citation, abstract, references, citings, index terms

We describe an extension to the Java language, Handi-Wrap, that supports weaving aspects into code at runtime. Aspects in Handi-Wrap take the form of method wrappers, which allow aspect code to be inserted around method bodies like advice in Aspect). Handi-Wrap offers several advantages over static aspect languages such as AspectJ. First, aspects can be woven into binary libraries. Second, a wrapper in Handi-Wrap is a firstclass Java value, which allows users to exploit Java mechanisms to defin ...

OOPSLA onward!: Finding bugs is easy

David Hovemeyer, William Pugh

December 2004 ACM SIGPLAN Notices, Volume 39 Issue 12

Publisher: ACM Press

Full text available: pdf(506.92 KB) Additional Information: full citation, abstract, references

Many techniques have been developed over the years to automatically find bugs in software. Often, these techniques rely on formal methods and sophisticated program analysis. While these techniques are valuable, they can be difficult to apply, and they aren't always effective in finding real bugs. Bug patterns are code idioms that are often errors. We have implemented automatic detectors for a variety of bug patterns found in Java programs. In this paper, we describe how we have used bug pa ...

ObjectGlobe: Ubiquitous query processing on the Internet R. Braumandl, M. Keidl, A. Kemper, D. Kossmann, A. Kreutz, S. Seltzsam, K. Stocker August 2001 The VLDB Journal — The International Journal on Very Large Data Bases, Volume 10 Issue 1

Publisher: Springer-Verlag New York, Inc.

Full text available: pdf(251.44 KB) Additional Information: full citation, abstract, citings, index terms

We present the design of ObjectGlobe, a distributed and open query processor for Internet data sources. Today, data is published on the Internet via Web servers which have, if at all, very localized query processing capabilities. The goal of the ObjectGlobe project is to establish an open marketplace in which data and query processing capabilities can be

distributed and used by any kind of Internet application. Furthermore, ObjectGlobe integrates cycle providers (i.e., machi ...

Keywords: Cycle-, function- and data provider, Distributed query processing, Open systems, Privacy, Quality of service, Query optimization, Security

Exploiting on-line data sources as the basis of programming projects

Peter DePasquale

March 2006 ACM SIGCSE Bulletin, Proceedings of the 37th SIGCSE technical symposium on Computer science education SIGCSE '06, Volume 38 Issue 1 **Publisher: ACM Press**

Full text available: 📆 pdf(111.45 K8) Additional Information: full citation, abstract, references, index terms

The Internet is an exciting place to find real, interesting, and interactive sources of data for use in the classroom. This data (often real world), can provide the basis of interesting projects for CS1 and CS2 courses. Additionally, the source or exchange protocol can be used as a gentle introduction for novice computer science majors to the myriad of data formats and emerging technologies available today. Presented here are a number of interesting data sources used during the 2004-2005 academi ...

Keywords: CS1/CS2, on-line data sources, programming projects

Implementing jalapeño in Java

Bowen Alpern, C. R. Attanasio, Anthony Cocchi, Derek Lieber, Stephen Smith, Ton Ngo, John J. Barton, Susan Flynn Hummel, Janice C. Sheperd, Mark Mergen

October 1999 ACM SIGPLAN Notices, Proceedings of the 14th ACM SIGPLAN conference on Object-oriented programming, systems, languages, and applications OOPSLA '99, Volume 34 Issue 10

Publisher: ACM Press

Full text available: pdf(1.57 MB)

Additional Information: full citation, abstract, references, citings, index terms

Jalapeño is a virtual machine for Java™ servers written in Java.A running Java program involves four layers of functionality: the user code, the virtual-machine, the operating system, and the hardware. By drawing the Java / non-Java boundary below the virtual machine rather than above it, Jalapeño reduces the boundary-crossing overhead and opens up more opportunities for optimization. To get Jalapeño started, a boot image of a ...

XML guery and programming languages: XJ: facilitating XML processing in Java Matthew Harren, Mukund Raghavachari, Oded Shmueli, Michael G. Burke, Rajesh Bordawekar, Igor Pechtchanski, Vivek Sarkar

May 2005 Proceedings of the 14th international conference on World Wide Web Publisher: ACM Press

Full text available: pdf(293.50 KB) Additional Information: full citation, abstract, references, index terms

The increased importance of XML as a data representation format has led to several proposals for facilitating the development of applications that operate on XML data. These proposals range from runtime API-based interfaces to XML-based programming languages. The subject of this paper is XJ, a research language that proposes novel mechanisms for the integration of XML as a first-class construct into Java™. The design goals of XJ distinguish it from past work on integrating XML support into ...

Keywords: Java, XML, language design

7	Technical papers: dynamic program analysis: Tracking down software bugs using automatic anomaly detection Sudheendra Hangal, Monica S. Lam May 2002 Proceedings of the 24th International Conference on Software Engineering Publisher: ACM Press	
	Full text available: pdi(1.30 MB) Additional Information: full citation, abstract, references, citings, index terms	
	This paper introduces DIDUCE, a practical and effective tool that aids programmers in detecting complex program errors and identifying their root causes. By instrumenting a program and observing its behavior as it runs, DIDUCE dynamically formulates hypotheses of invariants obeyed by the program. DIDUCE hypothesizes the strictest invariants at the beginning, and gradually relaxes the hypothesis as violations are detected to allow for new behavior. The violations reported help users to catch soft	
8	Programming languages for mobile code	
•	Tommy Thorn September 1997 ACM Computing Surveys (CSUR), Volume 29 Issue 3 Publisher: ACM Press	
	Full text available: pdf(393.65 KB) Additional Information: full citation, abstract, references, citings, index terms, review	
	Sun's announcement of the programming language Java more that anything popularized the notion of mobile code, that is, programs traveling on a heterogeneous network and automatically executing upon arrival at the destination. We describe several classes of mobile code and extract their common characteristics, where security proves to be one of the major concerns. With these characteristics as reference points, we examine six representative languages proposed for mobile code. The conclusion	
	Keywords : Java, Limbo, Objective Caml, Obliq, Safe-Tcl, distribution, formal methods, mobile code, network programming, object orientation, portability, safety, security, telescript	
9	Distrbuted VEEs: PDS: a virtual execution environment for software deployment Bowen Alpern, Joshua Auerbach, Vasanth Bala, Thomas Frauenhofer, Todd Mummert, Michael Pigott June 2005 Proceedings of the 1st ACM/USENIX international conference on Virtual execution environments Publisher: ACM Press	
	Full text available: pdf(299.26 KB) Additional Information: full citation, abstract, references, index terms	
	The Progressive Deployment System (PDS) is a virtual execution environment and infrastructure designed specifically for deploying software, or "assets", on demand while enabling management from a central location. PDS intercepts a select subset of system calls on the target machine to provide a partial virtualization at the operating system level. This enables an asset's install-time environment to be reproduced virtually while otherwise not isolating the asset from peer applications on the targ	
	Keywords: deployment, installation, management, streaming, virtualization	
10	GLARE: A Grid Activity Registration, Deployment and Provisioning Framework Mumtaz Siddiqui, Alex Villazon, Jurgen Hofer, Thomas Fahringer November 2005 Proceedings of the 2005 ACM/IEEE conference on Supercomputing SC	******

'05

Publisher: IEEE Computer Society

Full text available: ndf(1.43 MB) Additional Information: full citation, abstract, index terms

Resource management is a key concern for implementing effective Grid middleware and shielding application developers from low level details. Existing resource managers concentrate mostly on physical resources. However, some advanced Grid programming environments allow application developers to specify Grid application components at high level of abstraction which then requires an effective mapping between high level application description (activity types) and actual deployed software components ...

11 Article abstracts with full text online: Component evolution and versioning state of the



Alexander Stuckenholz

January 2005 ACM SIGSOFT Software Engineering Notes, Volume 30 Issue 1

Publisher: ACM Press

Full text available: 📆 pdf(213.99 KG) Additional Information: full citation, abstract, references, index terms

Emerging component-based software development architectures promise better re-use of software components, greater flexibility, scalability and higher quality of services. But like any other piece of software too, software components are hardly perfect, when being created. Problems and bugs have to be fixed and new features need to be added. This paper analyzes the problem of component evolution and the incompatibilities which result during component upgrades. We present the state of the art in co ...

12 A quantitative analysis of the performance impact of specialized bytecodes in java Ben Stephenson, Wade Holst



October 2004 Proceedings of the 2004 conference of the Centre for Advanced Studies on Collaborative research

Publisher: IBM Press

Full text available: ndf(365.60 KB) Additional Information: full citation, abstract, references, index terms

Java is implemented by 201 bytecodes that serve the same purpose as assembler instructions while providing object-file platform independence. A collection of core bytecodes provide critical and independent functionality while a collection of specialized bytecodes is meant to improve on the performance of some of the core bytecodes. This study identifies 67 specialized bytecodes and shows the impact of their removal by despecializing them into semantically equivalent core bytecodes.

A d ...

13 Using generative design patterns to generate parallel code for a distributed memory



environment

Kai Tan, Duane Szafron, Jonathan Schaeffer, John Anvik, Steve MacDonald June 2003 ACM SIGPLAN Notices, Proceedings of the ninth ACM SIGPLAN symposium on Principles and practice of parallel programming PPoPP '03. Volume 38 Issue 10

Publisher: ACM Press

Full text available: pdf(385.41 KB) Additional Information: full citation, abstract, references, index terms

A design pattern is a mechanism for encapsulating the knowledge of experienced designers into a re-usable artifact. Parallel design patterns reflect commonly occurring parallel communication and synchronization structures. Our tools, CO2P3S (Correct Object-Oriented Pattern-based Parallel Programming System) and MetaCO2P3S, use generative design patterns. A programmer selects the parallel design patterns that are appropriate for an application, and then adapts the patterns for that specifi ...

Keywords: design patterns, frameworks, parallel programming, programming tools

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Alexander Stuckenholz

January 2005 ACM SIGSOFT Software Engineering Notes, Volume 30 Issue 1

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Publisher: ACM Press

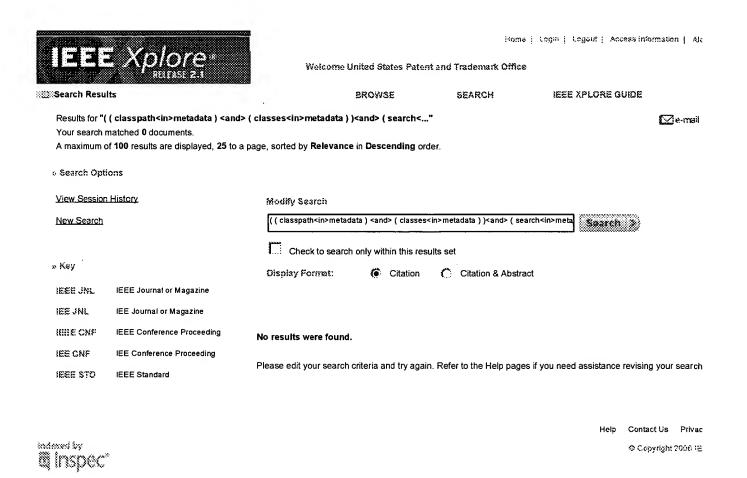
Full text available: pdf(213.99 KB) Additional Information: full citation, abstract, references, index terms

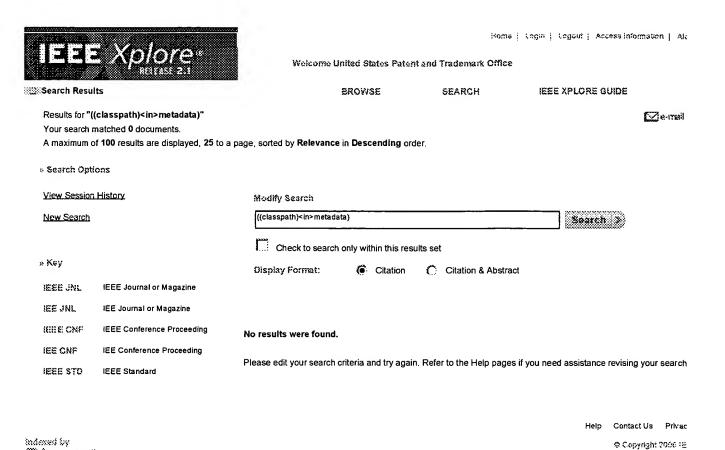
Emerging component-based software development architectures promise better re-use of software components, greater flexibility, scalability and higher quality of services. But like any other piece of software too, software components are hardly perfect, when being created. Problems and bugs have to be fixed and new features need to be added. This paper analyzes the problem of component evolution and the incompatibilities which result during component upgrades. We present the state of the art in co ...

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Full papers: Runtime aspect weaving through metaprogramming

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Jason Baker, Wilson Hsieh

April 2002 Proceedings of the 1st international conference on Aspect-oriented software development

Publisher: ACM Press

Full text available: pdf(883,36 KB)

year computer science students

Additional Information: full citation, abstract, references, citings, index terms

We describe an extension to the Java language, Handi-Wrap, that supports weaving aspects into code at runtime. Aspects in Handi-Wrap take the form of method wrappers, which allow aspect code to be inserted around method bodies like advice in Aspect). Handi-Wrap offers several advantages over static aspect languages such as AspectJ. First, aspects can be woven into binary libraries. Second, a wrapper in Handi-Wrap is a firstclass Java value, which allows users to exploit Java mechanisms to defin ...

2 Reviewed papers: Towards an integrated learning laboratory environment for first-



Denis Riordan

December 2002 ACM SIGCSE Bulletin, Volume 34 Issue 4

Publisher: ACM Press

Full text available: pdf(106.08 KB) Additional Information: full citation, abstract, references

This paper describes an evolving attempt to provide an integrated learning laboratory environment (ILLE) to enhance the learning goals and strategies for first-year computer science students using Java as a first language. The proposed ILLE models a real computer-learning laboratory in which instructors walk around watching and helping students on request. In essence, the system consists of a Java development environment centered round a live communicator with a facility for an instructor to foc ...

OOPSLA onward!: Finding bugs is easy

David Hovemeyer, William Pugh

December 2004 ACM SIGPLAN Notices, Volume 39 Issue 12

Publisher: ACM Press

Full text available: not(506.92 KB) Additional Information: full citation, abstract, references

Many techniques have been developed over the years to automatically find bugs in software. Often, these techniques rely on formal methods and sophisticated program analysis. While these techniques are valuable, they can be difficult to apply, and they aren't always effective in finding real bugs. Bug patterns are code idioms that are often errors. We have implemented automatic detectors for a variety of bug patterns found in Java programs. In this paper, we describe how we have used bug pa ...

The Java syntactic extender (JSE)

Jonthan Bachrach, Keith Playford

October 2001 ACM SIGPLAN Notices, Proceedings of the 16th ACM SIGPLAN conference on Object oriented programming, systems, languages, and applications OOPSLA '01, Volume 36 Issue 11

Publisher: ACM Press

Additional Information: full citation, abstract, references, citings, index Full text available: pdf(198.11 KB)

The ability to extend a language with new syntactic forms is a powerful tool. A sufficiently flexible macro system allows programmers to build from a common base towards a language designed specifically for their problem domain. However, macro facilities that are integrated, capable, and at the same time simple enough to be widely used have been limited to the Lisp family of languages to date. In this paper we introduce a macro facility, called the Java Syntactic Extender (JSE), with the superio ...

5 Extracting library-based object-oriented applications

Peter F. Sweeney, Frank Tip

November 2000 ACM SIGSOFT Software Engineering Notes, Proceedings of the 8th ACM SIGSOFT international symposium on Foundations of software engineering: twenty-first century applications SIGSOFT '00/FSE-8, Volume 25 Issue 6

Publisher: ACM Press

Full text available: pdf(1 06 MB)

Additional Information: full citation, abstract, references, citings, index <u>terms</u>

In an increasingly popular model of software distribution, software is developed in one computing environment and deployed in other environments by transfer over the internet. Extraction tools perform a static whole-program analysis to determine unused functionality in applications in order to reduce the time required to download applications. We have identified a number of scenarios where extraction tools require information beyond what can be inferred through static analysis: software distr ...

Practical extraction techniques for Java

Frank Tip, Peter F. Sweeney, Chris Laffra, Aldo Eisma, David Streeter November 2002 ACM Transactions on Programming Languages and Systems (TOPLAS), Volume 24 Issue 6

Publisher: ACM Press

Full text available: pdf(1.01 MB)

Additional Information: full citation, abstract, references, citings, index terms, review

Reducing application size is important for software that is distributed via the internet, in order to keep download times manageable, and in the domain of embedded systems, where applications are often stored in (Read-Only or Flash) memory. This paper explores extraction techniques such as the removal of unreachable methods and redundant fields, inlining of method calls, and transformation of the class hierarchy for reducing application size. We implemented a number of extraction techniques in $< \dots$

Keywords: Application extraction, call graph construction, class hierarchy transformation, packaging, whole-program analysis

7 An Eclipse-based environment for molecular simulation



Henrique F. Bucher, Andrew J. Schultz, David A. Kofke

October 2005 Proceedings of the 2005 OOPSLA workshop on Eclipse technology eXchange eclipse '05

Publisher: ACM Press

Full text available: 📆 pdf(425.40 KB) Additional Information: full citation, abstract, references, index terms

Etomica is an extensible framework for conducting molecular simulations, and it comprises an API and a graphical IDE based on the Eclipse framework. It is written almost entirely in Java, and presently comprises about 1200 classes. In this paper we describe the general structure of the Etomica API, and discuss how we have integrated it into the Eclipse framework. Topics discussed include the design of the simulation framework and the handling of OpenGL graphics that p ...

Keywords: API, IDE, molecular simulation

8	Service security: A concrete solution for web services adaptability using policies and	
	aspects	

Fabien Baligand, Valérie Monfort

November 2004 Proceedings of the 2nd international conference on Service oriented computing

Publisher: ACM Press

Full text available: pdf(368.60 KB) Additional Information: full citation, abstract, references, index terms

Traditional middleware is usually developed on monolithic and non-evolving entities, resulting in a lack of flexibility and interoperability. Among current architectures, Service Oriented Architectures aim to easily develop more adaptable Information Systems, Most often, Web Service is the fitted technical solution which provides the required loose coupling to achieve such architectures. However there is still much to be done in order to obtain a genuinely flawless Web Service, and current ma ...

Keywords: adaptability, aspect oriented programming, reusability, service, service oriented architecture, web service

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org.netbeans.api.java.classpath

Class ClassPath

java.lang.Object

org.netbeans.api.java.classpath.ClassPath

public final class ClassPath extends Object

ClassPath objects should be used to access contents of the ClassPath, searching for resources, objects reachable using the ClassPath at runtime. It is intended to replace some of the functionality of org.openide.filesystems.Repository.

ClassPath instances should be used to map from java-style resource names to FileObject (NetBeansstyle resource) and vice versa. It should be also used whenever the operation requires inspection of development or runtime project environment instead. The service supports either searching in the classpath resource space, properly hiding resources as the ClassLoader would do at runtime. It can effectively say whether a FileObject is within the reach of a ClassPath or whether it is reachable (visible to a ClassLoader). One can translate filenames to resource names and vice versa.

A client may obtain a ClassPath instance using ClassPath.getClassPath(id) static method, where the ID is an abstract name for the classpath wanted. There are some predefined classpath names predefined as symbolic constants, following individual types of services (compiler, debugger, executor). Names are not limited to the listed ones; an extension module might add its own private classpath type.

Nested Class Summary

ClassPath.Entry

Represents an individual entry in the ClassPath.

Field Su	Field Summary				
static <u>String</u>	Boot ClassPath of the JDK.				
static <u>String</u>	ClassPath for compiling things.				
static <u>String</u>	Deprecated. Probably useless.				
static String	EXECUTE Classpath setting for executing things.				

	PROP_ENTRIES Name of the "entries" property
static <u>String</u>	PROP_ROOTS Name of the "roots" property
static <u>String</u>	SOURCE ClassPath for project sources.

Method Sum	mary
void	addPropertyChangeListener(PropertyChangeListener 1) Adds a property change listener to the bean.
boolean	Contains (FileObject f) Convenience method, which checks whether a FileObject lies on this classpath.
<u>List<classpath.entry< u="">></classpath.entry<></u>	entries () Returns list of classpath entries from the ClassPath definition.
<u>List<fileobject< u="">></fileobject<></u>	findAllResources (String resourceName) Gives out an ordered collection containing all FileObjects, which correspond to a given ResourceName; only the first one is seen by the ClassLoader at runtime or can be linked against.
<u>FileObject</u>	findOwnerRoot (FileObject resource) Finds a root in this ClassPath, that owns the given file.
<u>FileObject</u>	findRescurce (String resourceName) Returns a FileObject for the specified resource.
ClassLoader	getClassLoader (boolean cache) Returns a ClassLoader for loading classes from this ClassPath.
static <u>ClassPath</u>	getClassPath (FileObject f, String id) Find the classpath of a given type, if any, defined for a given file.
<u>String</u>	GetResourceName (FileObject f) Creates a suitable resource name for the given FileObject within the classpath.
<u>String</u>	GetResourceName (FileObject f, char dirSep, boolean includeExt) Computes a resource name for the FileObject, which uses `pathSep' character as a directory separator.
FileObject[]	getRoots() Retrieves valid roots of ClassPath, in the proper order.
boolean	isResourceVisible (FileObject resource) Determines if the resource is visible in the classpath, that is if the file will be reached when a process attempts to load a resource of that name.
void	removePropertyChangeListener(PropertyChangeListener 1) Removes the listener registered by addPropertyChangeListener/
<u>String</u>	toString()

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, wait, wait, wait

Field Detail

EXECUTE

public static final String EXECUTE

Classpath setting for executing things. This type can be used to learn runtime time classpath for execution of the file in question.

It corresponds to the -classpath option to java (the Java launcher): i.e. all compiled classes outside the JRE that will be needed to run the program, or at least to load a certain class. It may also be thought of as corresponding to the list of URLs in a URLClassLoader (plus URLs present in parent class loaders but excluding the bootstrap and extension class loaders).

See Also:

Constant Field Values

DEBUG

public static final String DEBUG

Deprecated. Probably useless. Classpath for debugging things

See Also:

Constant Field Values

COMPILE

public static final String COMPILE

ClassPath for compiling things. This type can be used to learn compilation time classpath for the file in question.

It corresponds to the -classpath option to javac: i.e. already-compiled classes which some new sources need to compile against, besides what is already in the JRE.

See Also:

Constant Field Values

SOURCE

public static final String SOURCE

ClassPath for project sources. This type can be used to learn package root of the file in question.

It is similar to the -sourcepath option of javac.

For typical source files, the sourcepath will consist of one element: the package root of the source file. If more than one package root is to be compiled together, all the sources should share a sourcepath with multiple roots.

Note that each source file for which editor code completion (and similar actions) should work should have a classpath of this type.

Since:

org.netbeans.api.java/1 1.4

See Also:

Constant Field Values

BOOT

public static final String BOOT

Boot ClassPath of the JDK. This type can be used to learn boot classpath which should be used for the file in question.

It corresponds to the -xbootclasspath and -xext options to java (the Java launcher): i.e. all compiled classes in the JRE that will be needed to run the program. It may also be thought of as corresponding to the classes loadable by the primordial bootstrap class loader plus the standard extension and endorsed-library class loaders; i.e. class loaders lying below the regular application startup loader and any custom loaders. Generally there ought to be a single boot classpath for the entire application.

Since:

org.netbeans.api.java/1 1.4

See Also:

Constant Field Values

PROP ROOTS

public static final String PROP ROOTS

Name of the "roots" property

See Also:

Constant Field Values

PROP_ENTRIES

```
public static final String PROP ENTRIES
```

Name of the "entries" property

See Also:

Constant Field Values

Method Detail

getRoots

```
public FileObject[] getRoots()
```

Retrieves valid roots of ClassPath, in the proper order. If there's an entry in the ClassPath, which cannot be accessed, its root is not returned by this method. FileObjects returned are all folders.

Returns:

array of roots (folders) of the classpath. Never returns null.

entries

```
public List<ClassPath.Entry> entries()
```

Returns list of classpath entries from the ClassPath definition. The implementation must ensure that modifications done to the List are banned or at least not reflected in other Lists returned by this ClassPath instance. Clients must assume that the returned value is immutable.

list of definition entries (Entry instances)

findResource

```
public final FileObject findResource(String resourceName)
```

Returns a FileObject for the specified resource. May return null, if the resource does not exist, or is not reachable through this ClassPath.

If the resourceName identifies a package, this method will return the FileObject for the first package fragment in the ClassPath Note: do not pass names starting with slash to this method.

Parameters:

resourceName - name of the resource as it would be passed to ClassLoader.getResource (java.lang.String)

Returns:

FileObject for the resource, or null if the resource cannot be found in this ClassPath.

findAllResources

```
public final List<FileObject> findAllResources(String resourceName)
```

Gives out an ordered collection containing all FileObjects, which correspond to a given ResourceName; only the first one is seen by the ClassLoader at runtime or can be linked against. The resource name uses slashes ('/') as folder separator and must not start with slash.

Parameters:

resourceName - resource name

Returns:

list of resources identified by the given name.

getResourceName

```
public final String getResourceName(FileObject f)
```

Creates a suitable resource name for the given FileObject within the classpath. The method will return null if the fileobject is not underneath any of classpath roots.

The returned name uses uses slashes ('/') as folder separators and dot ('.') to separate file name and its extension. Note that if the file object is in the classpath subtree, but is not reachable (it is hidden by some other resource), the resource name is still returned.

Parameters:

f - FileObject whose resource name is requested

Returns:

Java-style resource name for the given file object (the empty string for the package root itself), or null if not within the classpath

getResourceName

```
public final String getResourceName (FileObject f,
                                    char dirSep,
                                    boolean includeExt)
```

Computes a resource name for the FileObject, which uses `pathSep' character as a directory separator. The resource name can be returned without the file extension, if desired. Note that parent folder names are always returned with extension, if they have some

Parameters:

f - FileObject whose resource name is requested.

dirsep - directory separator character

includeExt - whether the FileObject's extension should be included in the result

Returns:

resource name for the given FileObject (the empty string for the package root itself) or null

findOwnerRoot

```
public final FileObject findOwnerRoot(FileObject resource)
```

Finds a root in this ClassPath, that owns the given file. File resources, that are not reachable (they are hidden by other resources) are still considered to be part of the classpath and "owned" by one of its roots.

Note: This implementation assumes that the FileSystem hosting a classpath root contains the entire classpath subtree rooted at that root folder.

Parameters:

resource - resource to find root for.

Returns:

classpath root, which hosts the specified resouce. It can return null, if the resource is not within the ClassPath contents.

contains

```
public final boolean contains(FileObject f)
```

Convenience method, which checks whether a FileObject lies on this classpath. It is an equivalent of getResourceName(f) != null

Parameters:

f - the FileObject to check

Returns:

true, if the parameter is inside one of the classpath subtrees, false otherwise.

isResourceVisible

```
public final boolean isResourceVisible(FileObject resource)
```

Determines if the resource is *visible* in the classpath, that is if the file will be reached when a process attempts to load a resource of that name. It will return false when the resource is not contained in the classpath.

Parameters:

resource - the resource whose visibility should be tested

Returns:

true, if the resource is contained in the classpath and visible; false otherwise.

addPropertyChangeListener

```
public final void addPropertyChangeListener(PropertyChangeListener 1)
```

Adds a property change listener to the bean.

removePropertyChangeListener

```
public final void removePropertyChangeListener(PropertyChangeListener 1)
```

Removes the listener registered by addPropertyChangeListener/

getClassPath

```
public static ClassPath getClassPath (FileObject f,
                                      String id)
```

Find the classpath of a given type, if any, defined for a given file.

This method may return null, if:

- the path type (id parameter) is not recognized
- the path type is not defined for the given file object

Generally you may pass either an individual Java file, or the root of a Java package tree, interchangeably, since in most cases all files in a given tree will share a single classpath.

Typically classpaths for files are defined by the owning project, but there may be other ways classpaths are defined. See ClassPathProvider for more details.

Parameters:

f - the file, whose classpath settings should be returned (may not be null as of org.netbeans.api.java/1 1.4)

id - the type of the classpath (e.g. COMPILE)

Returns:

classpath of the desired type for the given file object, or null, if there is no classpath available

See Also:

ClassPathProvider

toString

public String toString()

Overrides:

toString in class Object

getClassLoader

public final <u>ClassLoader getClassLoader(boolean cache)</u>

Returns a ClassLoader for loading classes from this ClassPath.

If cache is false, then the method will always return a new class loader. If that parameter is true, the method may return a loader which survived from a previous call to the same ClassPath.

Parameters:

cache - true if it is permissible to cache class loaders between calls

Returns:

class loader which uses the roots in this class path to search for classes and resources Since:

1.2.1

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org.netbeans.api.java/1 1.11

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The system class path is a good location to place the V2 component classes, if they are used by the user. The installation classes directory contains a set ... www.kinesissoftware.com/products/docs/10-config/propdetails.html - 120k -Cached - Similar pages

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storeDuplicateSystemClasses; Should KineticFusion decompile AS2.0 classes that already exist on the system class path? kinesis.actionscript. ... www.kinesissoftware.com/products/docs/10-config/summary.html - 22k -Cached - Similar pages

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should be placed in a CF Java class path. You can set multiple classpaths in the ColdFusion Administrator, so just map a classpath to the folder where the ... www.houseoffusion.com/groups/CF-Talk/thread.cfm/threadid:10911 - 31k -Cached - Similar pages

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